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(54) Toy soldier with weapon

(57) A toy figure simulating a combat person holding a weapon in the firing position and including a toothed wheel 8 co-operating with a reed (in housing 7) whereby on parts of the figure being rotated relative to each other, a clicking sound is emitted to simulate firing of the weapon.

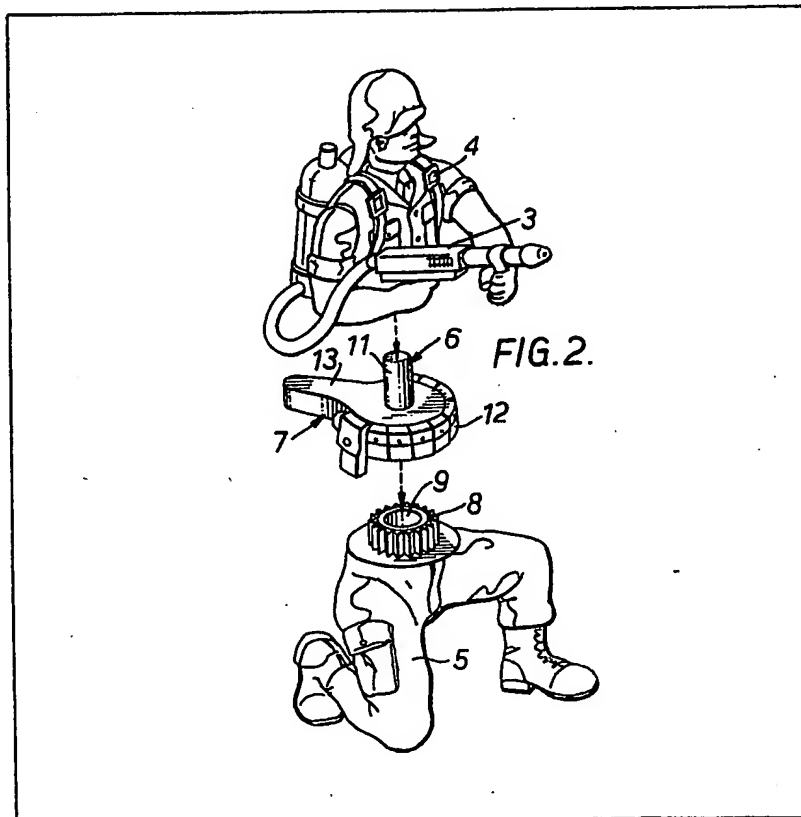


FIG. 1.

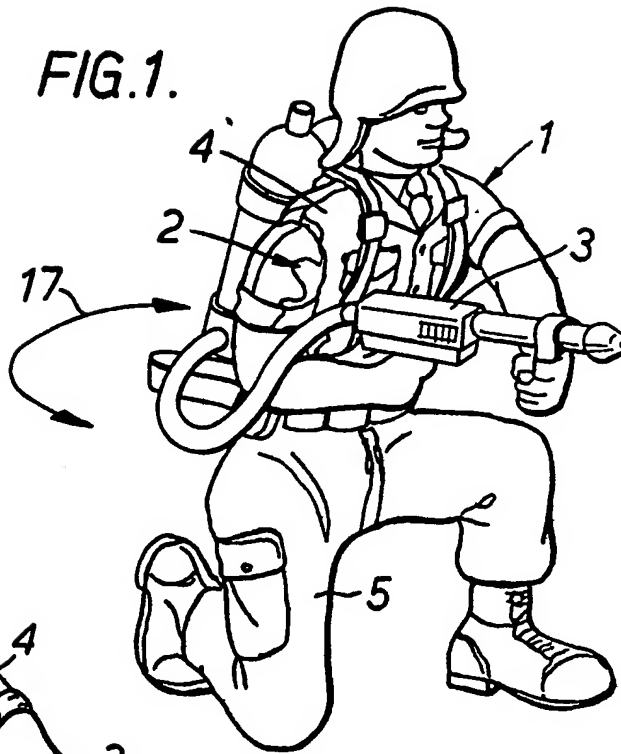
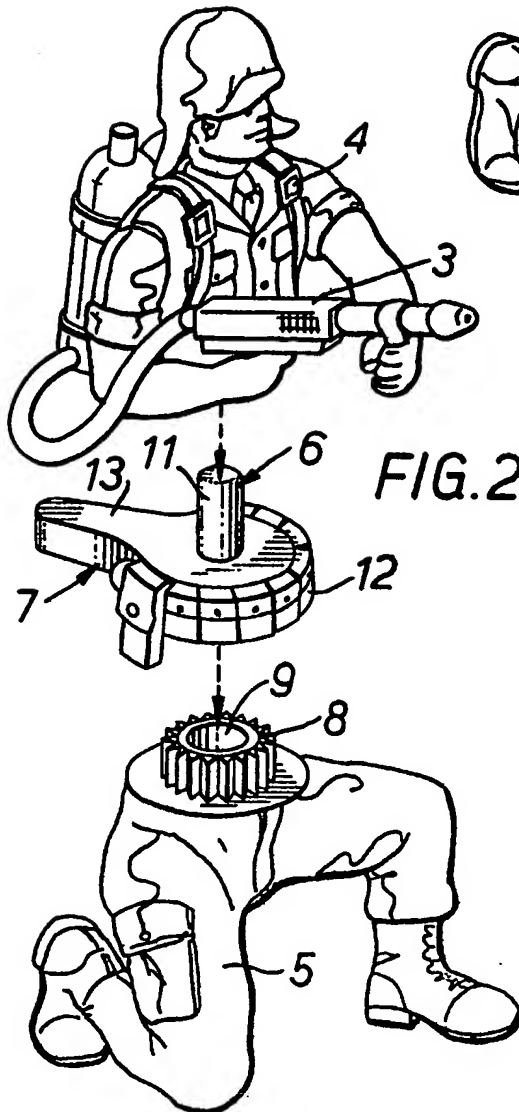
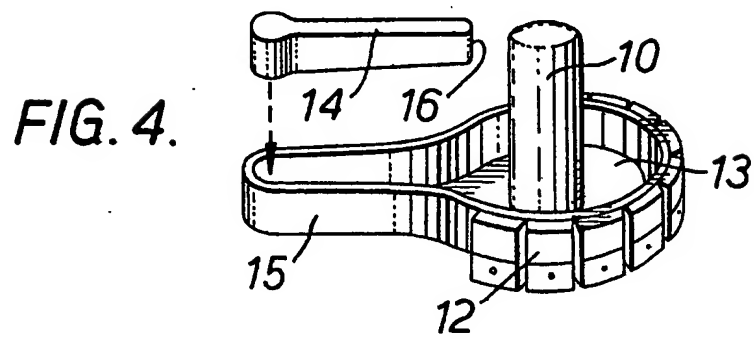
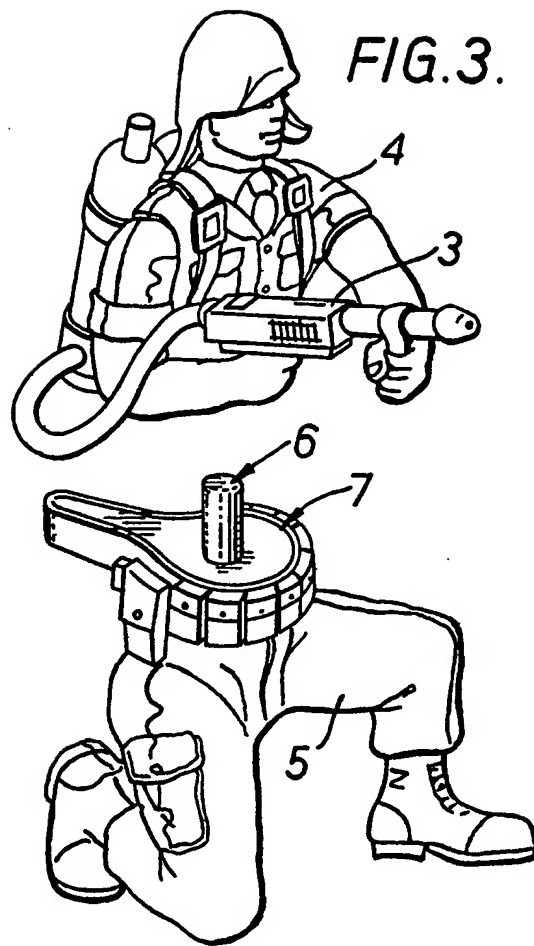


FIG. 2.





## SPECIFICATION

### A toy figure

- 5 This invention relates to a toy figure simulating a combat person, for example a soldier.
- Toy soldiers have been known for very many years as playthings and also as historical representations of their real life counterparts. When manufactured as  
10 playthings, it is of importance to maintain a child's interest in the toy to construct the toy in as life-like and realistic manner as possible. To this end, modern toy soldiers are manufactured in plastics and frequently the construction is such that the  
15 various parts of the toy are manufactured separately and then fitted together so as to give a realistic movement capability when the toy is being played with. For example, the arms of the toy and also the head of the toy may be pivotally mounted for this  
20 purpose.
- It is the main object of this invention to provide a toy soldier which will give an even more realistic impression.
- According to the present invention there is provided a toy figure holding a weapon and comprising  
25 two relatively displaceable portions and including clicker means actuated by relative displacement of said portions to emit a clicking sound to simulate firing of the weapon.
- 30 The invention also includes a toy figure simulating a combat person holding a weapon in the firing position in which the upper and lower portions of the figure are formed separately and fitted together to permit rotation of the upper portion in relation to the  
35 lower portion about a substantially vertical axis and in which there is provided a toothed wheel, the teeth of which are engaged by a reed, rotation of the upper part of the figure about the said axis causing the reed in engagement with the teeth of the wheel  
40 to emit a clicking sound akin to the firing of the weapon.
- In the accompanying drawings:-
- FIGURE 1 is a front perspective view of a toy figure constructed in accordance with the present invention;  
45 FIGURE 2 is an exploded view of the toy figure of Figure 1 showing three separate parts;  
FIGURE 3 is an exploded view of the toy figure of Figure 1 showing two of the parts of Figure 2 fitted together, and  
50 FIGURE 4 is a perspective exploded view of a part of the toy figure illustrated in Figures 1 to 3.
- Referring to the embodiment of the invention illustrated in the accompanying drawings, it will be seen that a toy figure generally indicated at 1,  
55 simulates a combat person 2 holding a weapon 3 in the firing position. The weapon may be of any convenient form. The toy figure 2 comprises an upper portion 4 and a lower portion 5, formed separately of plastics and fitted together by means of  
60 a spindle 6 forming part of a central portion 7. This spindle 6 permits rotation of the upper portion 4 in relation to the lower portion 5 about a substantially

vertical axis.

Fixed to the lower portion 5 is a toothed wheel 8  
65 having a bore 9 therethrough. This bore 9 is to receive the lower portion 10 of the spindle 6, the upper portion 11 of the spindle 6 being received in a hole (not illustrated) in the upper portion 4 of the toy figure.

70 The central portion 7 comprises a housing 12 with a cover 13 thereon and fixed within the housing 7 is a reed 14. This reed is adhesively or otherwise secured within the projecting portion 15 of the housing, so that the free end 16 of the reed engages the teeth of  
75 the wheel 8. The central portion 7 is fixed to the upper portion 4 of the toy figure.

When the toy figure is assembled, it will be appreciated that the projection 15 extends rearwardly from the waist of the figure and enables the upper  
80 portion 4 to be rotated in relation to the lower portion 5 by the projection 15 being gripped by hand. Relative rotation of the upper and lower portions 4 and 5 respectively, causes the reed 14 to ride over the teeth of wheel 8 and emit a clicking  
85 sound akin to the firing of the weapon 3. Movement of the projection 15 will be backwards and forwards in accordance with the directions of arrow 17 (see Figure 1) and the clicking sound will be emitted regardless of the direction of movement of the  
90 projection 15.

Various constructional features may be changed from those described above, for example, the toothed wheel may be replaced by an arcuate rack to give the same effect. Also the wheel or rack may be  
95 attached to the upper portion of the figure and the reed attached to the lower.

### CLAIMS

1. A toy figure holding a weapon and comprising two relatively displaceable portions and including  
100 clicker means actuated by relative displacement of said portions to emit a clicking sound to simulate firing of the weapon.
2. A toy figure simulating a combat person holding a weapon in the firing position, in which the  
105 upper and lower portions of the figure are formed separately and fitted together to form rotation of the upper portion in relation to the lower portion about a substantially vertical axis and in which there is provided a toothed wheel, the teeth of which are  
110 engaged by a reed, rotation of the upper part of the figure about the said axis causing the reed in engagement with the teeth of the wheel, to emit a clicking sound akin to the firing of the weapon.
3. A toy figure as claimed in Claim 2, in which the  
115 wheel is fixed to the lower portion of the figure and is provided with a bore which receives a spindle fixed to the upper portion of the figure and in which the reed is fixed to the upper portion of the figure for rotation therewith.
4. A toy figure as claimed in Claim 3, in which the  
120 reed is held in a housing which forms a projection extending rearwardly from the waist of the figure so that the projection may be manually moved to cause the clicking sound.

5. A toy figure substantially as herein described  
with reference to the accompanying drawing.

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